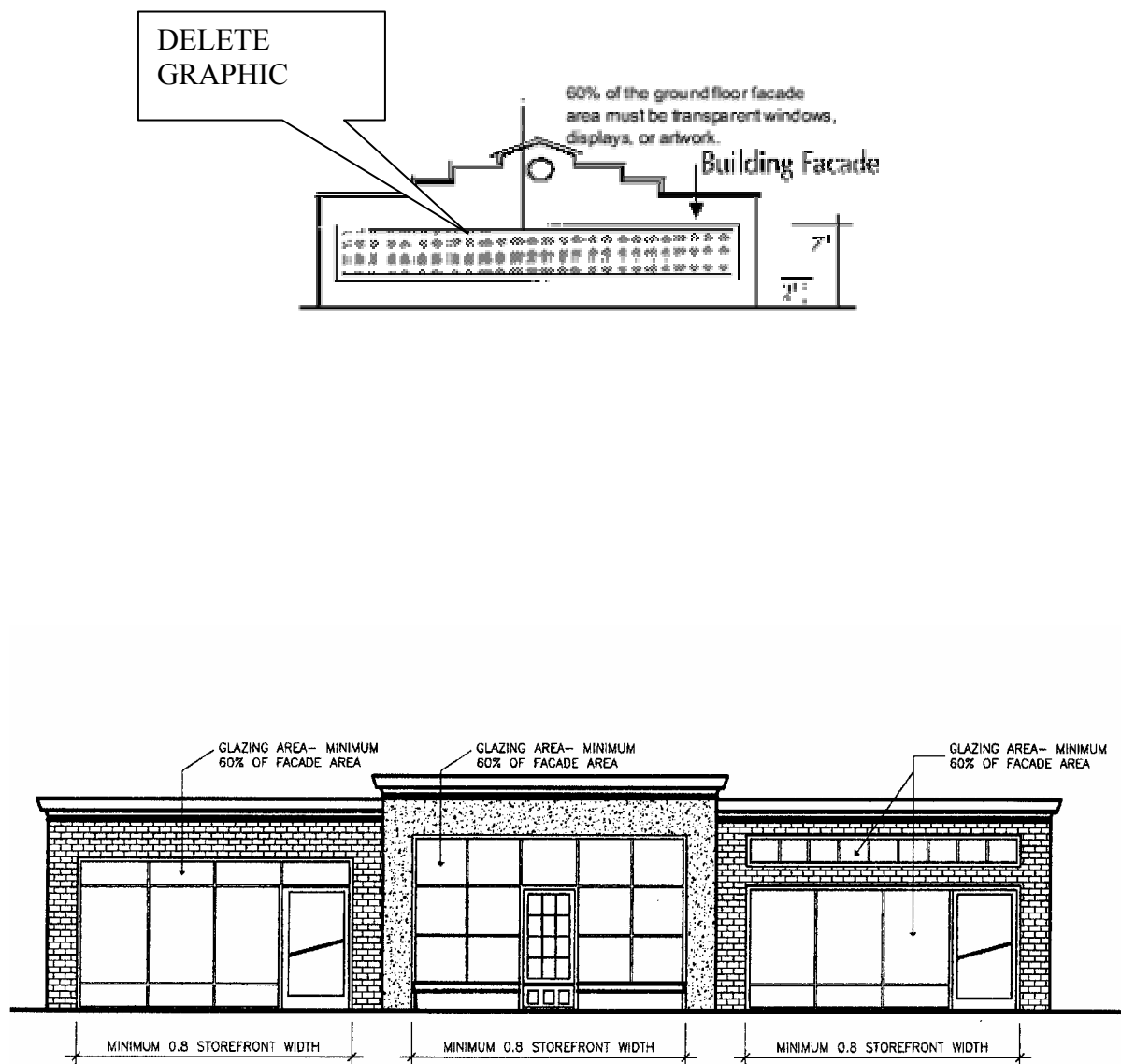


- (i) Activities and merchandise in the tenant spaces shall be visible through store front windows. Semi-public spaces such as reception areas, cash register areas, merchandise displays, dining rooms, etc. should be located along the storefront while storage areas, private offices, kitchens and other spaces that need zero visibility from the street should be located at the rear of the tenant spaces.
- (ii) Storefront windows of retail and commercial tenant spaces, as well as corner spaces, shall not be blocked with semi-transparent or opaque materials such as films, posters, drapery or other means that do not enhance the pedestrian experience. Display panels may be installed behind a storefront window if they are set back a minimum of three feet from the face of the storefront.





LIKE THIS

(l) Column and bay spacing along street fronts should be provided no greater than 30 feet apart in order to maintain a pedestrian-oriented scale and rhythm.

(m) Trails – Bicycle. Facilities for parking and locking bicycles should be provided and be readily accessible from bicycle trails.

~~(n) Trails—Equestrian. Width of the trail should be adequate for two riders side-by-side in order to avoid earth compaction and vegetation deterioration. Equestrian trails should be separate from pedestrian and bicycle trails.~~

~~(o) Parking lot and security lighting shall be screened by buildings and other means to avoid light intrusion onto the adjacent river. (Ord. 1993)~~

20D.40.120 RIVER BEND DISTRICT

MOVE RIVER BEND HERE. SEE
20D.40.130 BELOW.

~~Old Town RESERVE
20D.40.120-010 Intent:~~

INCORPORATED INTO 20C.40.150 OLD
TOWN/HISTORIC DESIGN AREA

~~(1) “Historic character” in the Old Town Design Area refers to the wide variety of architectural styles which are representative of Redmond’s history from the late 19th century through early 20th century, and which incorporate building materials and architectural treatments typically used during that period. Within the design concept of “historic character”, one specific period or style of architecture is not dominant or thematic.~~

~~(2) The design concept of “historic character” also encompasses the primary orientation of the built environment to the human or pedestrian scale. Historically, this was accomplished by the use of moderate building heights (two to three stories), minimal setbacks from the pedestrian right of way and ground floor accessibility.~~

~~(Ord. 1993)~~

~~20D.40.120-015 Historic Design Subarea.*~~

~~*Code reviser’s note: Ordinance 2080, Section 9, adopted September 19, 2000, provides that this map shall not have regulatory effect until design standards are adopted for the subarea.~~

~~(Ord. 2080)~~

~~20D.40.120-020 Design Criteria:~~

~~(1) General:~~

- ~~(a) Repair, renovation and new construction should retain the character of Old Town. This may be achieved by assuring that development meets the general requirements, and fits the special characteristics of this design area.~~
- ~~(b) New buildings must relate in material, scale, and form. Contemporary designs that are harmonious with the surrounding environment in Old Town in terms of scale, materials, and color may be acceptable.~~
- ~~(c) Buildings and facades should be brick, stone, or wood. In all design there should be emphasis upon the quality of detail and special form in: window treatments, columns, eaves, cornices, lighting, signing, etc. Building facades should have a greater proportion of voids (windows) than solids (blank walls) on pedestrian levels.~~
- ~~(d) Buildings and the spaces between should relate easily and openly to the external public areas.~~
- ~~(e) The scale of all structures in relationship to other structures and spaces is important. The scale should be two to three stories. Some variation in heights contributes to the variety and complexity of the environmental experience, and is encouraged.~~
- ~~(f) The development of ground level viewpoints as well as public balcony and roof spaces that take advantage of solar access and views is encouraged.~~

~~(2) Physical Features:~~

~~(a) Permanent Building Elements:~~

- ~~(i) Buildings should be a backdrop to the Old Town activities. New or physical change will be evaluated for the effect on the design area. The integrity of a building as an individual structure or as part of a series of buildings should be respected.~~
- ~~(ii) The main architectural elements should not be altered or disguised. Buildings as a whole should be seen as significant architectural elements.~~
- ~~(iii) Exterior building surfaces above the first level and the primary architectural elements below the marquee such as columns, arches, rails are important elements to be considered in the building design and entry areas.~~
- ~~(iv) The exteriors of significant historic buildings should be carefully restored and maintained. Other buildings should be related to the historic ones in terms of scale, proportion of openings, materials, and color.~~

~~(b) Pedestrian/Customer Elements:~~

- ~~(i) Awnings, Sunshades, and Canopies. Awnings or sunshades should be harmonious to the design of the building to which attached, and should be in keeping with the historic character of the area. Materials should be durable, long lasting, and require low maintenance. Back-lit awnings are discouraged.~~
- ~~(ii) Trees, Plants, and Flowers. The use of potted plants and flowers as well as street trees are encouraged, but should not impede pedestrian traffic.~~
- ~~(iii) Street Lighting. Street lighting should relate in scale to the pedestrian characters of the area. The design of the light standards and luminaries should enhance an historic theme.~~
- ~~(iv) Street Furniture. Public seating, trash receptacles, and informational/directional kiosks should be of uniform design and be provided throughout Old Town.~~
- ~~(v) Sidewalks. Paving of sidewalks and other pedestrian rights of way should be safe and constructed of a uniform material that is compatible with the historic pedestrian character. The private use of sidewalk rights of way areas may be appropriate for seasonal cafe seating or special displays.~~

~~(c) Merchant Related Elements:~~

~~(i) Storefronts:~~

- ~~(A) Storefronts should be visually open wherever practical. Stores should use enough glass so that the activity inside the store is obvious to the passerby. In all cases merchandise should be easily visible to pedestrians.~~
- ~~(B) Storefronts should not depart from the character of the building facade of which they are a part.~~
- ~~(C) Storefronts should be brick, wood, or stone where glass is not used. Care should be taken to avoid clashing colors on individual buildings and between adjacent buildings.~~

~~(ii) Signs:~~

- ~~(A) Signs will be evaluated according to the overall impact, size, shape, texture, lettering style, method of attachment, color, and lighting in relation to use, the building and street where the sign will be located, and the relationship of the sign to other signs and other buildings in the vicinity. Adherence to or enhancement of sight lines both parallel and perpendicular to the sidewalks will be considered. The primary reference will be to the average pedestrian's eye-level view, although~~

~~views into or down the street from adjacent buildings should be an integral feature of any review.~~

~~(B) Signs should be simple, clear, and direct. Generally, single-faced, flat-surfaced, painted signs are preferred. Extruded aluminum or plastic signs may not be appropriate. Careful use of neon may be acceptable. One of the many standard lettering styles should be used.~~

~~(C) Signs should not hide or obscure the architectural elements of the building.~~

~~(D) Exterior signs should be flat against the building, painted on it, or hung from the underside of the marquee, perpendicular to the sidewalk. Signs attached to the edge of the marquee should not extend above the marquee's upper edge.~~

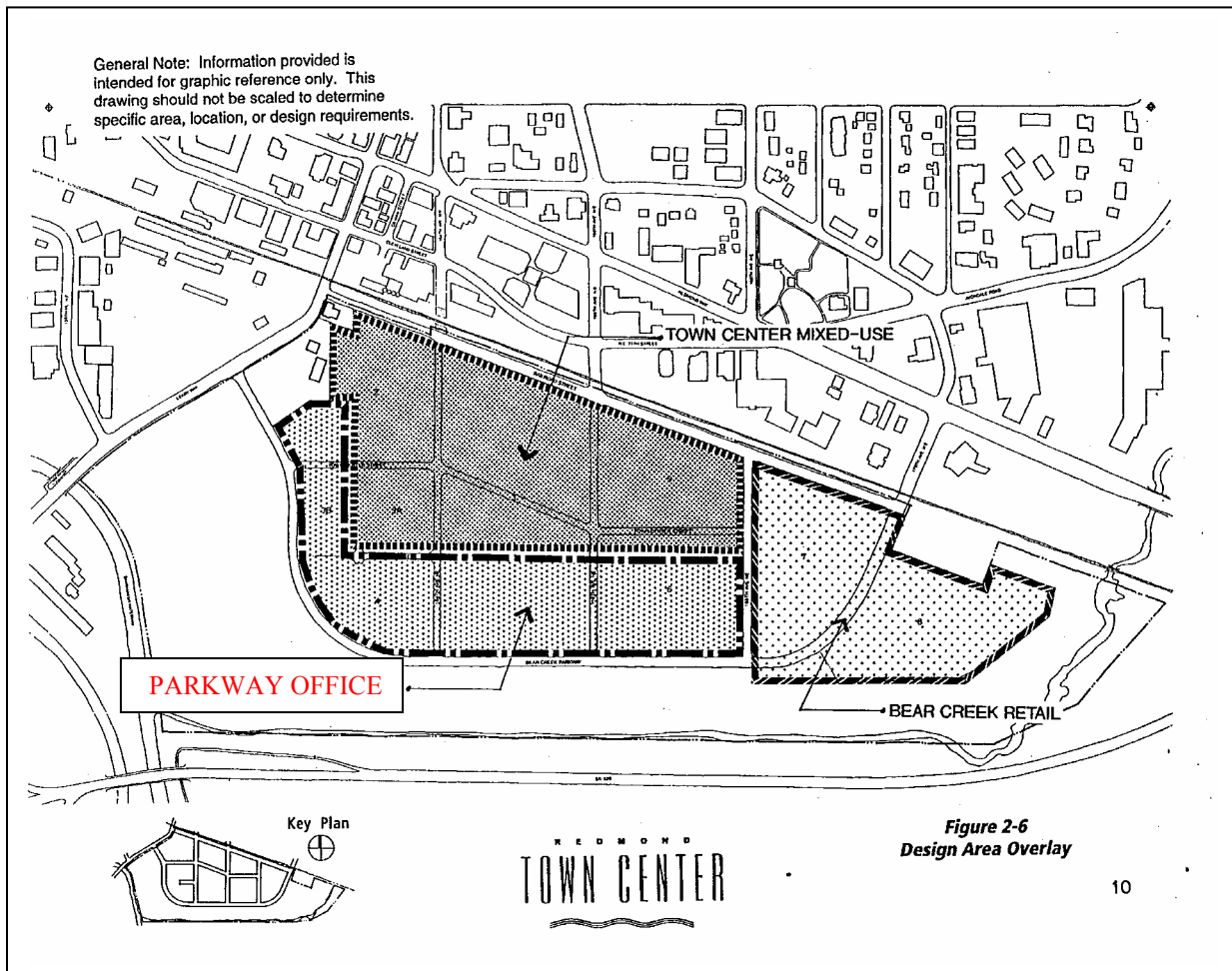
~~(E) Projecting, double-faced or three-dimensional signs may be allowed if they are integrated into the overall streetscape and do not destroy sight lines. Symbolic three-dimensional signs such as a shaving mug, barber pole, pawn shop symbol, or other symbols illustrating the product being sold on the premises are acceptable provided they meet other sign guidelines. When possible, signs should reflect the character and the use within the structure.~~

~~(F) Sign lighting should be energy efficient. (Ord. 1993)~~

20D.40.125 ~~Mixed Use/Shopping Town~~ Center ~~Design Area~~ District.

20D.40.125-010 Intent.

(1) The ~~Mixed Use Town~~ Center ~~Design Area~~ District ~~shall~~ consists of three sub-areas as shown and described below follows:



- (a) Mixed-Use Retail The Town Center Mixed-Use area design concept stresses a pedestrian oriented, open-air complex that mirrors the existing downtown-Old Town transportation network and the architectural character and scale of the historic portion of the downtown Downtown neighborhood. Primary design features for the Mixed-Use Retail-Town Center Mixed-Use area include storefronts along roadways, curbside parking, pedestrian plazas, and sidewalk designs that integrate into building architecture. (See Figures 1, 6, and 7.)

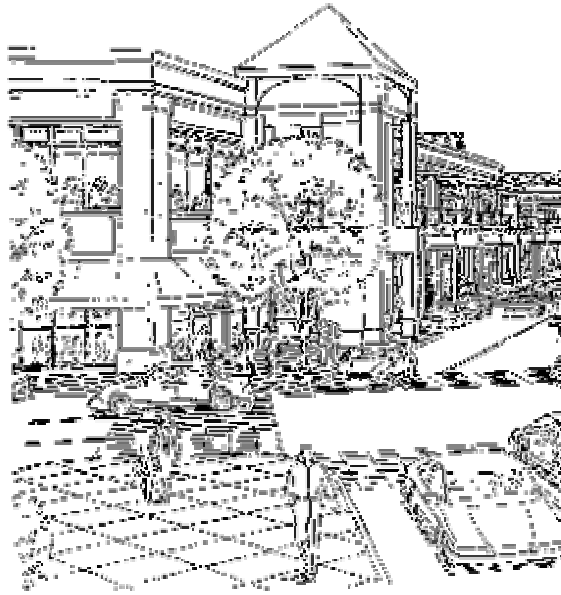


Figure 1

- (ib) The Parkway Office-Park area design concept features multilevel office buildings and an urban gateway facing SR 520. Building height, location, and architectural character ~~is~~ are intended to create a strong urban perimeter and a varied urban texture connecting the site with the ~~downtown~~ Downtown. (See Figure 2.)



Figure 2

- (iic) Bear Creek Retail area ~~is planned~~ provides for auto-oriented retail tenants. The freestanding buildings with surface parking ~~would be~~ are distinct from the other two areas. However, architectural character, featured design elements, and pedestrian linkages ~~are intended to~~ incorporate a design commonalty with the rest of the site. (See Figure 3.)